

Systems and Solving Techniques for Knowledge Representation

– Datalog –

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What is Datalog?

Datalog:

- **A logic language for querying databases**
- Overcomes some limits of Relational Algebra and SQL
 - Recursive definitions

Why Datalog?

- The basic fragment of ASP

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Rule:

$head(\bar{H}) \text{ :- } body_1(\bar{X}_1), \dots, body_n(\bar{X}_n).$

Intuitively:

infer $head(\bar{h})$ if $body_1(\bar{x}_1), \dots, body_n(\bar{x}_n)$ is true.

Fact:

A rule with empty body (:- symbol is omitted)

→ *Facts are true and model the input database* ←

Variables:

are allowed in atom's arguments, Prolog-like syntax

Safety:

all variables must occur in the body

Example

Program and query:

father(X) :- parent(X, Y), male(X).

Database:

male(rob).

parent(rob, ann).

parent(mary, ann).

Query Result:

father(rob).

Practice

Download a (Datalog) implementation (clasp)

`http://potassco.sourceforge.net/`

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Example (Reachable airports)

Input: A set of direct connections between some cities represented by *connected*(_, _). [or, *connected/2*.]

Query: Retrieve all the cities reachable by flight from Vienna airport, through a direct or undirect connection.

...can you write an SQL query?

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Datalog:

reaches(*vienna*, *B*) :- *connected*(*vienna*, *B*).

reaches(*vienna*, *C*) :- *reaches*(*vienna*, *B*), *connected*(*B*, *C*).

Datalog Program:

- A set of rules
- **EDB**: predicates appearing only in bodies or in facts
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Example (Reachability)

Input: a graph encoded by relation $edge(_, _)$.

Problem: Find all pairs of reachable nodes.

% if there is an edge from X to Y

% then X is reachable from Y

$reachable(X, Y) :- edge(X, Y).$

% Reachability is transitive

$reachable(X, Y) :- reachable(X, Z), edge(Z, Y).$

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reachable(X, Y) :- reachable(X, Z), edge(Z, Y).
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Intuitive reasoning: *(bottom-up evaluation)*

“Start with the facts in the EDB and iteratively derive facts for IDBs until no new fact is derived.”

Example (Ancestor)

Input: parent relation modeled by *parent*(_,_).

Problem: Define the relation of arbitrary ancestors.

Solution 1:

ancestor(A, B) :- *parent*(A, B).

ancestor(A, C) :- *ancestor*(A, B), *ancestor*(B, C).

Example (Ancestor)

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Problem: Define the relation of arbitrary ancestors.

Solution 1:

$ancestor(A, B) :- parent(A, B).$

$ancestor(A, C) :- ancestor(A, B), ancestor(B, C).$

Solution 2:

$ancestor(A, B) :- parent(A, B).$

$ancestor(A, C) :- ancestor(A, B), parent(B, C).$

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Solution 3: Declarative: Atoms' and Rules' order is immaterial!

$ancestor(A, C) :- ancestor(A, B), parent(B, C).$

$ancestor(A, B) :- parent(A, B).$

Arithmetic and comparison operators

- $+$, $-$, $*$, $/$
- $<$, $>$, \leq , \geq , $=$

Example (Fibonacci numbers)

fib(1, 0).

fib(2, 1).

fib($N + 2$, $Y1 + Y2$) :- *fib*(N , $Y1$), *fib*($N + 1$, $Y2$).

For recursive definitions an upper bound for integers has to be specified, either as a system setting, or as a domain definition.

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For recursive definitions an upper bound for integers has to be specified, either as a system setting, or as a domain definition.

Example (No Peroni here!)

Input: Information about bars and drinks represented by facts of the form

type(drink, name). sells(bar, drink)

Query: Retrieve all bars that **do not** sell Peroni

...can you write an Datalog query?

Example (No Peroni here!)

Input: Information about bars and drinks represented by facts of the form

type(drink, name). sells(bar, drink)

Query: Retrieve all bars that **do not** sell Peroni

Datalog:

*noPeroni(Bar) :- sells(Bar, Drink),
not sellsPeroni(Bar).*

sellsPeroni(Bar) :- sells(Bar, Drink), type(Drink, peroni).

Rule:

$$\text{head}(\bar{H}) \text{ :- } \text{body}_1(\bar{X}_1), \dots, \text{body}_n(\bar{X}_n), \\ \text{not } \text{body}_{n+1}(\bar{X}_{n+1}), \dots, \text{not } \text{body}_m(\bar{X}_m).$$

Positive and Negative Body:

$$\text{body}_1(\bar{X}_1), \dots, \text{body}_n(\bar{X}_n) \leftarrow \text{positive body} \\ \text{body}_{n+1}(\bar{X}_{n+1}), \dots, \text{body}_m(\bar{X}_m) \leftarrow \text{negative body}$$

Intuitively:

infer $\text{head}(\bar{h})$ if all atoms in the positive body are true
and all atoms in the negative body are false

Safety:

all variables must occur in a positive body literal

Stratification (intuitive):

negation must not be involved in recursive definitions!

Stratification (i.e., no recursion through negation)

Example (Stratified Program)

$p(X) :- p(X), \text{not } q(X).$
 $q(X) :- l(X), \text{not } m(b).$

Example (Unstratified Program)

$p(X) :- l(X), \text{not } q(X).$
 $q(X) :- l(X), \text{not } p(X)$

Safety:

$$s(X) :- \text{not } r(X).$$

$$s(X, Y) :- r(Y).$$

$$s(X, Y) :- r(X), Y = Y.$$

Intuitively:

In each of these cases the result is infinite!?!

More on this later...

Safety:

$$s(X) :- \textit{not } r(X).$$

$$s(X, Y) :- r(Y).$$

$$s(X, Y) :- r(X), Y = Y.$$

Intuitively:

In each of these cases the result is infinite!?!

More on this later...